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BRIAN PULLIDO'S LADY DEATH #1 10TH ARRIVERSARY. Revember 2004. Published by Avatar Press, Inc., 9 Yrimingh Orive Urbana, IL 61802. @2004 Avatar Press, Inc. Ledy Death and all related properties TM & ©2004 Mischief Maker, Inc. and Avatar Press, Inc. All physicals in this story are over the age of 16. The stories, characters, and institutions and other managements are notified firstand.







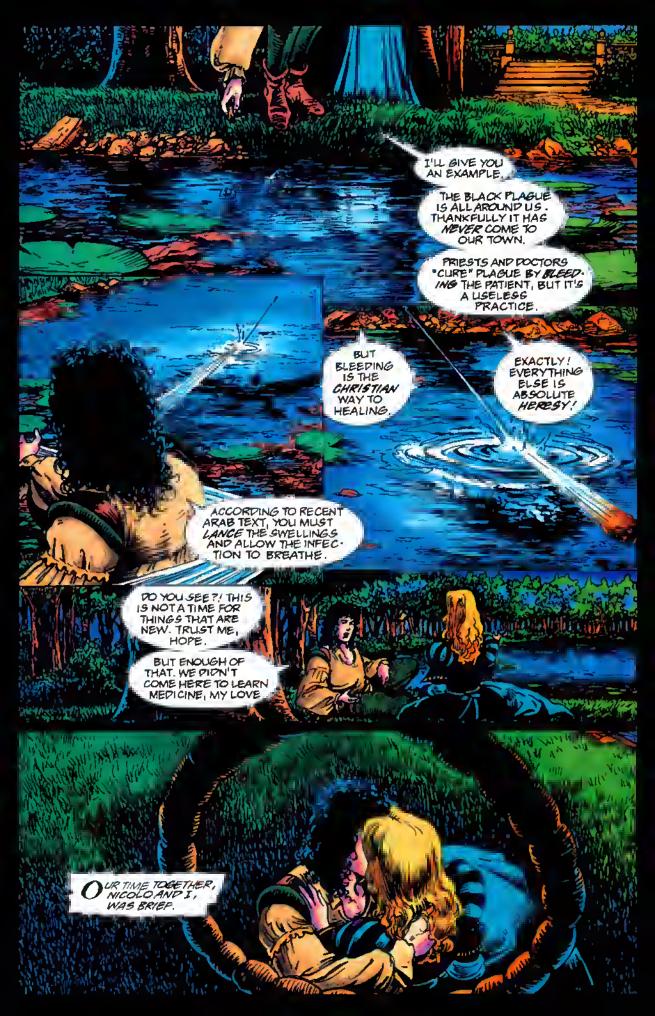






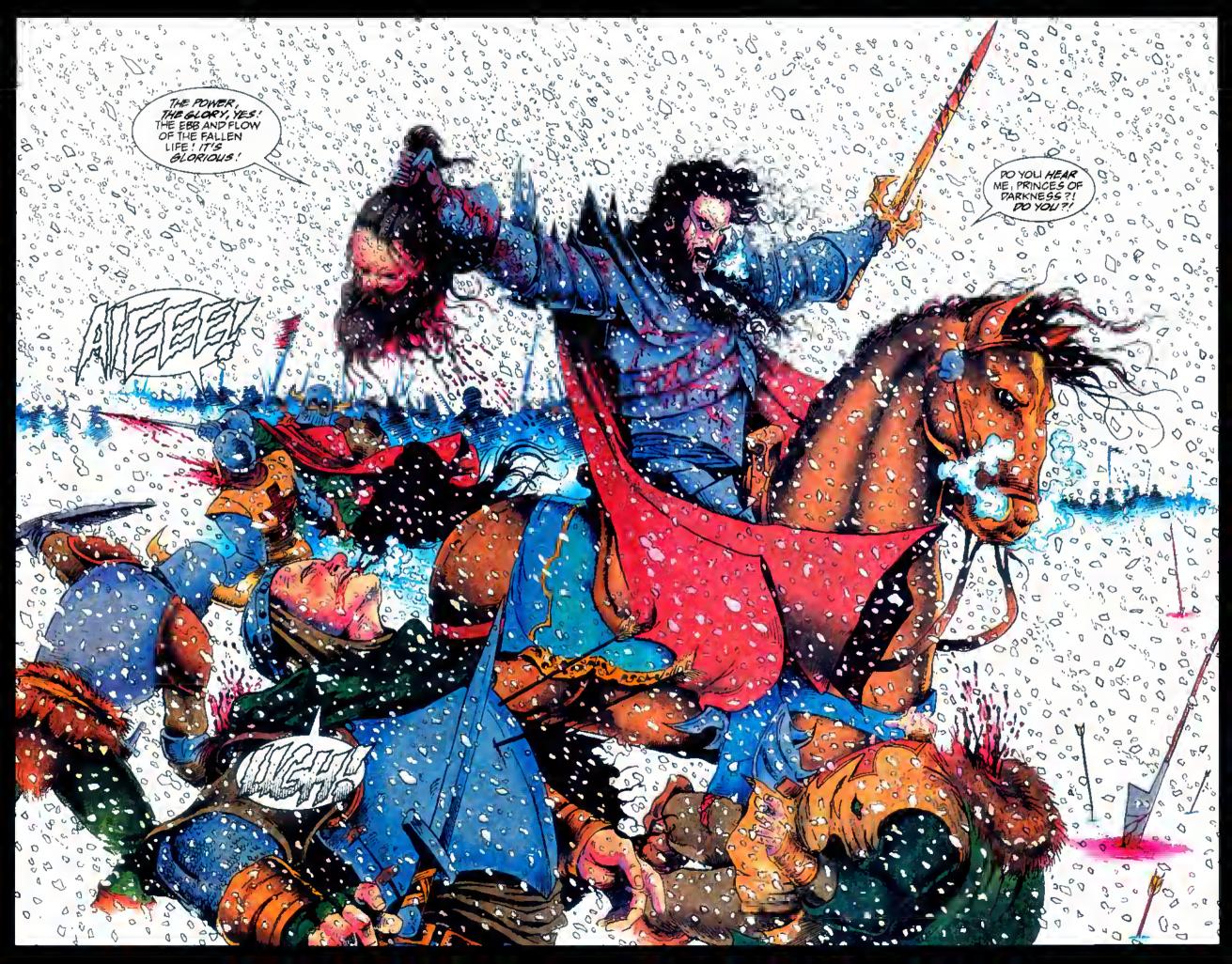
































T WASN'T LONG BEFORE THEY FOUND ME CRINGING IN A CORNER PATHETIC FOR SINS OF YOUR FATHER AND SINS OF YOUR OWN, YOU WILL PIE TONIGHT! BURN THE WITCH! BURN! BURN! MY MUNDANE LIFE AS A HELP LESS LITTLE GIRL WAS ABOUT OVER. LITTLE PIP I
KNOW THAT PEATH
WOULD BE THE LEAST
OF MY PROBLEMS
TO COME... NEXTUSSUE PESCENT INTO HELL!



've been asked to reflect on Lady Death's "life" for this tenth anniversary issue and the first thing that comes to mind is complete my amazement that she has flourished so long. My main intention when 1 created her was simply to tell a story. Everything else that's happened—and that's quite a lot of stuff—has been unexpected. How could someone predict the success Lady Death has had?



Lady Death first appeared in Evil Ernie #I published in December 1991. Steven Hughes and I noticed that fans really responded to Lady Death prints we that were selling, so I decided to spin her off into her own series. I created a tale about a girl named Hope who becomes the female personification of death. Our colorist thought the story was too quiet, that it would bore readers. Honestly, I had no idea either way.

Lady Death: The Reckoning #I came out in February 1994 and the results were explosive. Thanks to a magnificent cover by Steven Hughes and instant scarcity, the book was an over night sell-out and back issue prices soared. Demand for anything related to Lady Death went through the roof as the "bad girl" craze took off. I went from living in a studio apartment to running one of the top ten selling comic book companies in North America.

To meet the demand, we produced

trading card sets and swimsuit issues and more comics. It was a vertical learning curve. Lady Death #1 stayed on the Wizard top ten list for close to two years—a feat that has never been duplicated since.

As we unveiled new comics that set Lady Death in dark adventures against insidious foes, I pioneered wild cover enhancements that sky-rocked our sales further, I was inspired by Kiss. They were outrageous. I figured that to compete against the big guys I needed something that would grab attention away from them-and it worked. We made Velvet, leather, sculptured embossed and of course, chromium covers which drove fans wild. In her comics Lady Death fought Lucifer, Asteroth and Genocide and her odyssey took her to Hell, Asgard and other exotic locales.

In a ground-breaking agreement with Moore Action Collectibles, we unveiled the first Lady Death sculpture and a line of cool action figures that give me goose bumps to this day. Of all the radical items we made with Moore, my favorite is the Lady Death snow globe which features bats in place of snow and plays Wagner's Flight of the Valkyrie. This was all Clay Moore and it is a brilliant design.

Licensing Lady Death became big business as we produced pogs, T-shirts, coasters, barware, prints, posters, busts, calendars, stickers and more. All that stuff was a lot of fun to make and be part of. Okay, maybe not the pogs. She had major crossover events with Harris Comics's Vampirella and Top Cow's Medieval Witchblade.

Through the years Lady Death has been illustrated by a mind-boggling array of world-class illustrators. For me, this has been the greatest reward. To name just a few: Steven Hughes, Ivan Reis, George Perez, Jim Balent, Joseph Linsner, Joe Jusko, Boris Vallejo, Julie Bell, Brom, Mark Silvestri, among hundreds of others. Imagine being a comics fan and having these folks illustrate your character and you get a hint of the experience of opening up a Fed Ex package and drooling over the art.

Fans and readers have embraced Lady Death, as they have no other character. Their passion has turned into customized cars, bikes, paintings, costumes and hundreds of tattoos proudly displayed on their bodies. I was taking a class at a local college recently and each person was asked to speak a bit about their background. When they got around to me, I mentioned that I wrote Lady Death. A gal turned around, pulled her top up and revealed a Lady Death tattoo on her back. Stuff like that never ceases to amaze me.

The comics market is set up for the big companies and super hero fans to succeed, so that we had any success at all has been fantastic. For a while there we really kicked the big guy's ass. I get a laugh out of that now and then.

Lady Death even survived the death of Chaos! Comics resurfacing at

CrossGen Entertainment. There she was reborn as a "mainstream" version of my saucy temptress targeted for readers of all ages. Amazingly, the story worked, fans gravitated toward it and Lady Death: a Medieval Tale was named Wizard's book of the month.

Recently the long promised Lady Death animated movie was released on DVD. I had a chance to see it premiere with a standing-room-only crowd in San Diego Comic Con. Honestly it was more than standing-room-only. They had to turn away three hundred people and set them up with another theater. I was pleased.

People can be really picky about this movie stuff, but I figure it took Marvel at least forty years to make a good movie, this Lady Death movie is a decent start. Who knows? Maybe a live action movie is in her future.

Speaking about the future, you may have heard that Lady Death has resurfaced yet again. Well it is true (it's hard to keep a good dead woman down). In 2005, Avatar Press will launch an all new Medieval Lady Death series, written by yours truly and—big drum roll here please—the original Lady Death will return as well (I'm writing that one too). I admit I've retooled her story a bit for 2005 readers, but rest assured, the essence of what she is about is all there—set in the dark ages, a girl named Hope renounces her humanity and becomes the pale skinned, female personification of death.

After a decade of Lady Death comics in print all over the world and close to fifteen million sold, I'm pleased to be in control of her destiny again and look forward to all the challenges and opportunities to come. If the next ten years is anything like the last ten years, I can only imagine what lies ahead.

A special thanks and shout out to Steven Hughes—your spirit and your creativity is greatly missed, my friend.